Noughts & Crosses

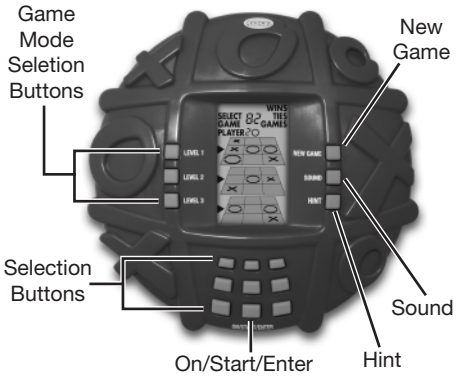
MODEL 75011

For 1 to 2 players / Ages 8 and up

INSTRUCTION MANUAL

P/N 82388910 Rev.A

Our Pocket Noughts and Crosses gives you classic Noughts and Crosses game play with a challenging twist. Choose from Standard, Triple and Random Block game modes. Each game offers increasingly difficult levels of game play as you attempt to beat either the computer or a friend.



BUTTON FUNCTIONS

On•Start•Enter — Press this button to wake the game or enter a game selection.

New Game — Press this button to change the number of players and the game mode.

Sound — Press this button to turn the sound on or off.

Hint — Press this button to get a hint of the next move you should make.

1,2,3 (Game Mode Selection Buttons) — Press these buttons to choose your game mode or grid level.

Selection — Press any of these nine (9) buttons to choose the location of your mark (X or O).

GETTING STARTED

Press the **On•Start•Enter** button to wake the game. (**NOTE:** The unit goes to sleep after sitting idle for 3 minutes).

Press **New Game** to change the number of players and the game mode. Press 1 to play against the computer, Press 2 to play against a friend.

Next, press 1,2, or 3 to select the game mode. (**NOTE:** If you are playing against the computer, you are the O's and the computer is the X's).

Select the square to place a game piece by pressing the number button (1,2, or 3), which corresponds to the level of the space you want.

Next, press one of the nine (9) **Selection** buttons, which corresponds to that space.

GAME MODES

There are three (3) challenging game modes; Standard Noughts and Crosses, Triple Noughts and Crosses and Random Block.

Standard Noughts and Crosses (Button 1)
Play on the upper level only, this is the electronic version of the traditional game.

Triple Noughts and Crosses (Button 2)
Using all three levels, this version is much more challenging as you try to anticipate all of your opponents possible moves. The centre space is always blocked at the beginning of each game, making the game even more challenging.

Random Block (Button 3)
This version is similar to Triple Noughts and Crosses, except that various spaces are blocked. The blocks randomly appear in different spaces at the beginning of the game.

STARTING OVER

While "GAME OVER" is flashing, press **On•Start•Enter** to start another game. This will start a new game while keeping your scoring history in memory. (**NOTE:** at the end of each game you will see your scoring history flash. First Wins then Ties then Games).

SLEEP MODE
Pocket Noughts and Crosses will go to sleep after three (3) minutes of non-activity. To wake the game, press the **On•Start•Enter** button.

RESETTING YOUR GAME
To reset your game you will need to remove and reinstall the battery.

BATTERY INSTALLATION
This game is powered by two (2) AAA (LR03) size batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) size batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERY.

CAUTION
- **As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a built-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**

MAINTENANCE
- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

PRODUCT WARRANTY
(This product warranty is valid in the United Kingdom only)
All products in the ***RADICA®*** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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Distributed in the U.K. by:
RADICA U.K. Ltd.
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UK HELPLINE SUPPORT
0871 222 8278
Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm - 11 pm, Monday to Friday.

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PLEASE RECYCLE

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